THE RAVEN PROJECT™

USER'S GUIDE

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Introduction

It's Earth Year 2278, and you've been commandeered by Earth's Rebel Forces as humanity's last and best hope. Earth is on the brink of annihilation by the Armids, an alien race of conquerors, who've long eyed the planet's rare and rich resources. A once powerful society, the humanoid Armids are in a state of decline. Their ruling aristocracy has succumbed to decadence and corruption, led by a pitiless leader bent on conquest.

In a savage strike, the Armids have launched an offensive against Earth. Superior Armid firepower and massive incursions have left Earth reeling, looking to the armed forces to drum up a counteroffensive strong enough to stave off the encroaching aliens, But the Armids have a secret weapon. Gordon Dark, head of Dark Corporation, the Earth's leading manufacturer of large-scale weaponry, is a powerful Armid ally, willing to divert crucial arms from the flagging Earth forces into the hands of the alien invaders.

Dark's masterpiece, The Raven, is key to Earth's control. A massive, space-based weapons platform, The Raven houses dozens of troops and fighters, functioning as a strike base or a nearly impenetrable mobile compound. Fitted with a state-of-the-art research lab and medical facility, this flying fortress is the quintessential military stronghold.

In a last desperate maneuver, Earth's Rebel Forces plot to take The Raven and engage the Armid deployments in a final battle for control of Earth. Your orders are to carry out specific missions in a series of land and space campaigns planned by the Rebel High Command, using a variety of surviving fighters and warrior mechs. You'll have to fight well, and you'll have to fight hard, because after you, there's no one else...

Missions

During the course of the game, you battle the Armids in a variety of challenging environments.

You begin on Earth, where you fight in the cities, the deserts, and even the sea. Once on the Raven, however, you can be taken anywhere--from the orbit of the Moon to the surface and mines of Mars. Whatever the case, only the most versatile pilots survive.

Mission Modes

Depending both on the specific environment and the type of mission you are performing, you operate in one of three modes: Space Mode, Land Mode, or the Interactive Ride Mode.

The mission controls vary slightly depending on which of three modes are active. So, pay close attention to the controls below.

Space Mode

You are flying in Space Mode when you take on the Armids in the orbits of Earth, Mars, and the Moon. Only the Lancer, Vampire and Scavenger crafts are available here.

These are the functions that work in Space Mode:

Direction

←	Left
→	Right
↑	Up
↓	Down

Throttle

+	Speed Up (Number Pad)
—	Speed Down (Number Pad)
C	Chase (Matches Enemy Speed)
F1	25% speed

F2	50% speed
F3	75% speed
F4	100% speed

Weapons

Spacebar	Fire
Backspace	Cycle through Weapon
1	Select Rockets
2	Select HS2800 (Guided)
3	Select Laser Gun
4	Select Photon Cannon
5	Select Wingman
6	Select Punch (Shepherd Mech Only)

Radar

S	Radar Lock (Go To Next Target)
T	Radar Lock (Nearest Target)
F11	Increase Radar Range (10...to...0) largest area of detection
F12	Decrease Radar Range (0...to...10) smallest area of detection

Other Controls

Tab	Display Mission Objective
Esc	Abort Mission (or Skip Animations)
P	Pause

Land Mode

You find yourself in Land Mode when your mission takes place in the deserts of Earth, or on the planet surfaces of Mars and the Moon. All five vehicles in your Rebel arsenal are available in this mode. On the ground, though, you mostly pilot your Mechs (a Shepherd or Lynx).

These functions are for Land Mode:

Direction

←	Left
→	Right

THROTTLE

SHIPS

+	SPEED UP (NUMBER PAD)
–	SHIP SPEED DOWN (NUMBER PAD)

BATTLE MECHS

↑	SPEED UP (NUMBER PAD)
↓	SPEED DOWN (NUMBER PAD)

NOTE: FOR THE LANCER, SCAVENGER, AND VAMPIRE IN LAND MODE, THESE UP/DOWN KEYS ARE HOVER ALTITUDE CONTROLS. THE +/- KEYS CONTROL SPEED FOR THESE CRAFTS.

C	CHASE (MATCHES ENEMY SPEED)
F1	25% SPEED
F2	50% SPEED
F3	75% SPEED
F4	100% SPEED

WEAPONS

SPACEBAR	FIRE
BACKSPACE	CHANGE WEAPON (TOGGLE)

OR, YOU CAN SELECT A DESIRED WEAPON BY PRESSING ITS HOTKEY ASSIGNMENT:

1	SELECT ROCKETS
2	SELECT HS2800 (GUIDED)
3	SELECT LASER GUN
4	SELECT PHOTON CANNON
5	SELECT WINGMAN (COMMUNICATIONS)
6	SELECT PUNCH (SHEPHERD MECH ONLY)

RADAR

S	RADAR LOCK (GO TO NEXT TARGET)
T	RADAR LOCK (NEAREST TARGET)
F11	INCREASE RADAR RANGE (10...TO...0) LARGEST AREA OF DETECTION
F12	DECREASE RADAR RANGE (0...TO...10) SMALLEST AREA OF DETECTION

Other Controls

Tab	Display Mission Objective
Esc	Abort Mission (or Skip Animations)
P	Pause

Interactive Ride Mode

In this mode, you could be operating in any environment, and you could be at the helm of any of your five military platforms. Here, you enjoy some limited auto-pilot capability. That is, much of your craft's flight path is preprogrammed into the onboard navigational computer.

At some points, though, you are presented with the option to turn left, right, or continue straight forward. If you elect to by-pass these choices as they appear, the navigational computer makes such decisions for you randomly.

These functions are unique for Interactive Ride Mode:

Direction

←	Left Path
→	Right Path
↑	Continue Straight Path

Other Controls

M	Street Map and Mission Stats
Tab	Display Mission Objective
Esc	Abort Mission (or Skip Animations)

Mouse Buttons

left-click	Fire
right-click	Select/Lock Targets

Remember:

To succeed in your ultimate goal of repelling the Armids from the Earth's solar system, you need to be equally as comfortable in all modes and able to navigate within any environment. So, learn the above controls thoroughly.

Cockpit Controls

The cockpits of each of your five crafts are unique. Mostly, you will be operating the Armed Forces' chief fighter, the Lancer. But, as a rebel soldier, you must be adept at piloting all five of these weapon platforms. So, study each carefully.

CRT (Cathodic Ray Tube)
Gives the pilot important target information. Such as:

-DIST
Displays the distance between you and the selected target.

-SPD
Shows the speed of your selected target.

-Target ID
Tells you the make and model of the selected target.

Note: The current damage level of your targeted . . . . . enemy is measured in RED. The target is destroyed when it shows up all red on the CRT screen.

Speed
Shows your speed

Fuel Gauge
Measures the fuel remaining in your craft.

Laser Meter
Depicts the current heat level of your lasers.
Note: When you use your guns profusely, they have a tendency to overheat. If this occurs, give them a few seconds to cool and recharge before using them again.

Shield

Alerts you to the remaining strength of your shields.

Altitude Meter

For ground missions, your ship is fitted with a device that reads your altitude.

Weapons Select

Your craft's current weapon type (and remaining ammo) is always displayed in the upper left-hand corner of the cockpit. For more on weapons, see Platforms and Weapons.

Playing the Game

You are called on to perform such tasks as reconnaissance, escort duty, seek and destroy runs, salvage jobs, and decoy actions.

Some of these missions seem simple, like blasting a small handful of enemy Armid radars. Other missions, however, require superior pilot skills and the highest level of concentration in combat. For instance, you might be required to protect another craft from an onslaught of well-armed enemy destroyers.

For a brief walk through the first mission, follow the instructions and hints below. Also, use this tutorial to familiarize yourself with the basic pilot and combat controls, as well as the general game environment.

Mission One

The first mission takes place in Earth's Mojave Desert at night. You take off from your rebel base in a Lancer, with orders to destroy a couple of enemy Armid radars, their missile defenses, and whatever other targets of opportunity you may encounter.

Environment	Mojave Desert (Night)
Mission	Seek and destroy all enemy radar installation.
Conclusion	Lancer survives to land at the rebel Base Delta.

1. Locate the enemy radars. Do this by adjusting your radar range (F11 to increase range; F12 to decrease range) until the red blips show up on your radar display.

2. Power your Lancer up to speed. Choose one of the incremental throttle keys (F1--F4), or use the more precise +/- keys to adjust your craft's speed.

3. Lock your attack radar on to the nearest target by pressing T, (or toggle from one target to another by using the S key). Note: The selected target is displayed as the "brightest" red blip on your radar screen.

4. As you are speeding towards the selected target, familiarize yourself with the terrain and the pilot controls. With the up/down arrow keys, you can adjust your Lancer's hover height. To avoid detection and stay clear of the line of enemy fire, you can dip below hills or glide safely to the targets in a protected valley. But, be careful. When you fly low and fast, you can damage your craft by crashing into a hill or colliding with some other earth barrier.

5. Once at the target(s), select the appropriate weapon and blast away. Press backspace to toggle from weapon to weapon, or use the desired weapon's hot key (number key 1 to 6). For the easy kill, you should select the HS2800 missiles (press 2). With this weapon, you can get radar lock from a distance, rise up or maneuver to where there is a clear shot and FIRE (press spacebar). You can then retreat back out of enemy site, as the HS2800 heat-seeking missile hones in on its target. The more dexterous combat pilots, though, can accomplish this mission with any

weapon. So, if you feel up to the task, take the enemy on with lasers or photon cannons at close range.

Watch out, though! The treacherous Armids will be firing back.

6. Once you have dusted the enemy radars, the Earth Controller will summon you on your ship's com screen and call you back to Base Delta. Good job!

Debriefing

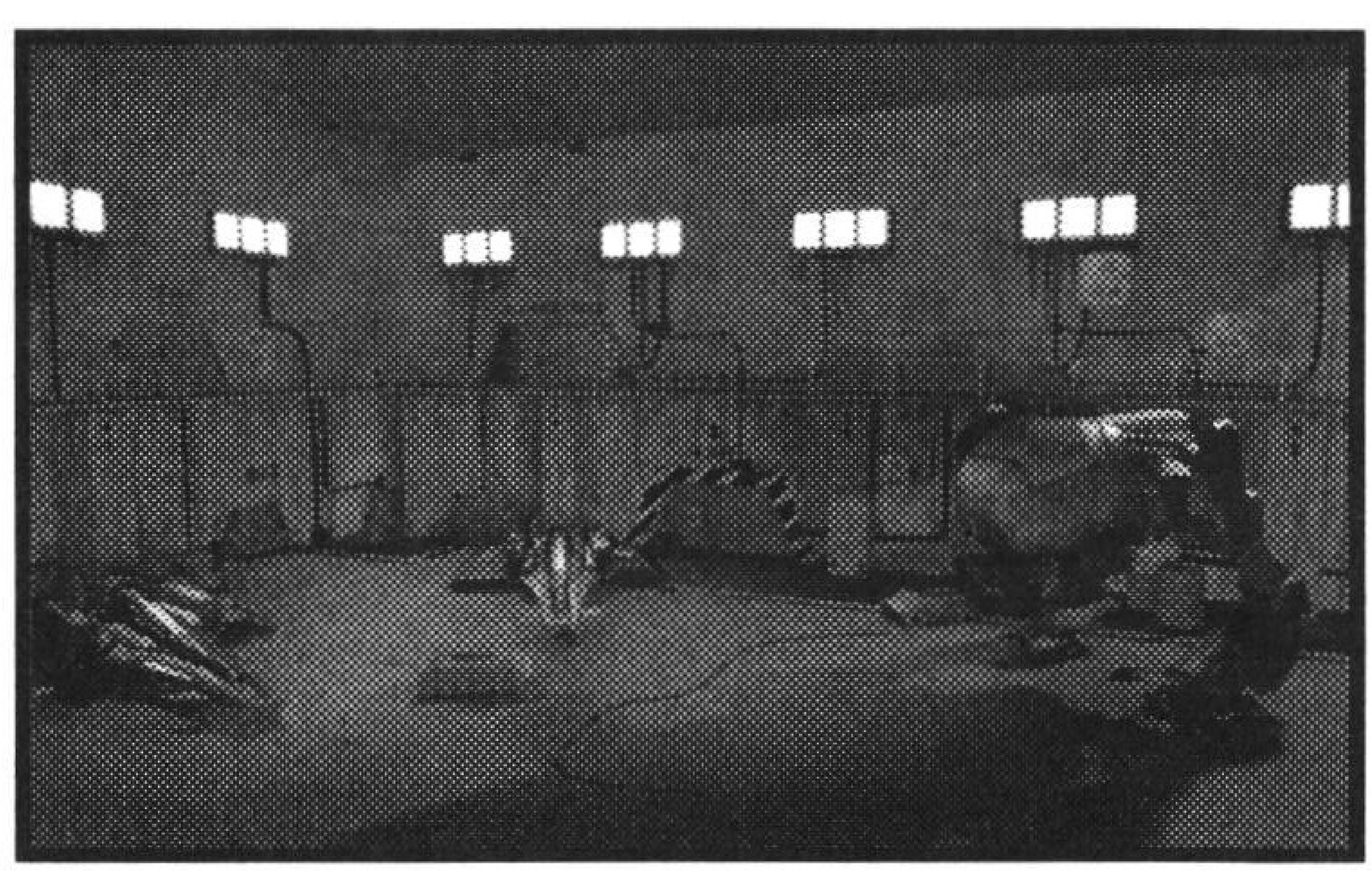
After each mission that you survive, you are dispatched to the debriefing room. From there, the screen displays your mission evaluation. The debriefing screen lists the mission statistics and tells you whether or not you successfully accomplished your objectives.

If you fail to accomplish the specific objectives of your mission, you are called on to run the mission again. You are not allowed to advance in your current campaign until you succeed.

To free the Earth from Armid bondage, you must achieve victory on every mission your rebel planners send you on.

After your debriefing, you are usually returned to the Hangar.

Hangar



In the hanger you have the following options:

Option Room
New Game
Load
Save
Quit (Return to Hangar)

Briefing Room

Before each mission, pilots may visit here to get their mission orders. George, the Briefer Robot informs you about the current mission's important elements.

Start Mission

Point to each vehicle with your mouse. When the text block pops up "start mission" click mouse to begin.

Exit to DOS.

You'll be back!

The Raven

Elevator

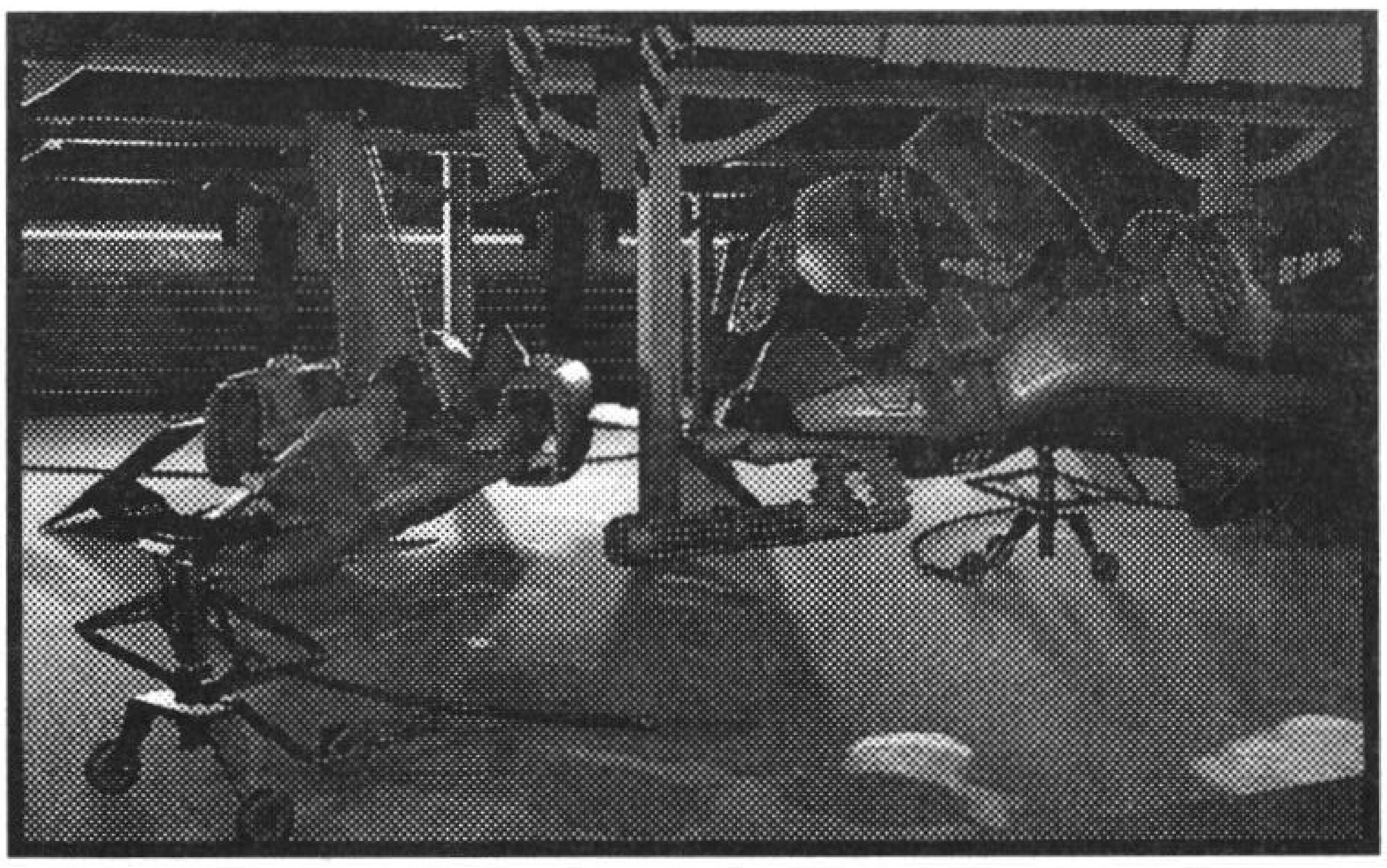
There are five levels that can be accessed from the Raven's elevator.

Level

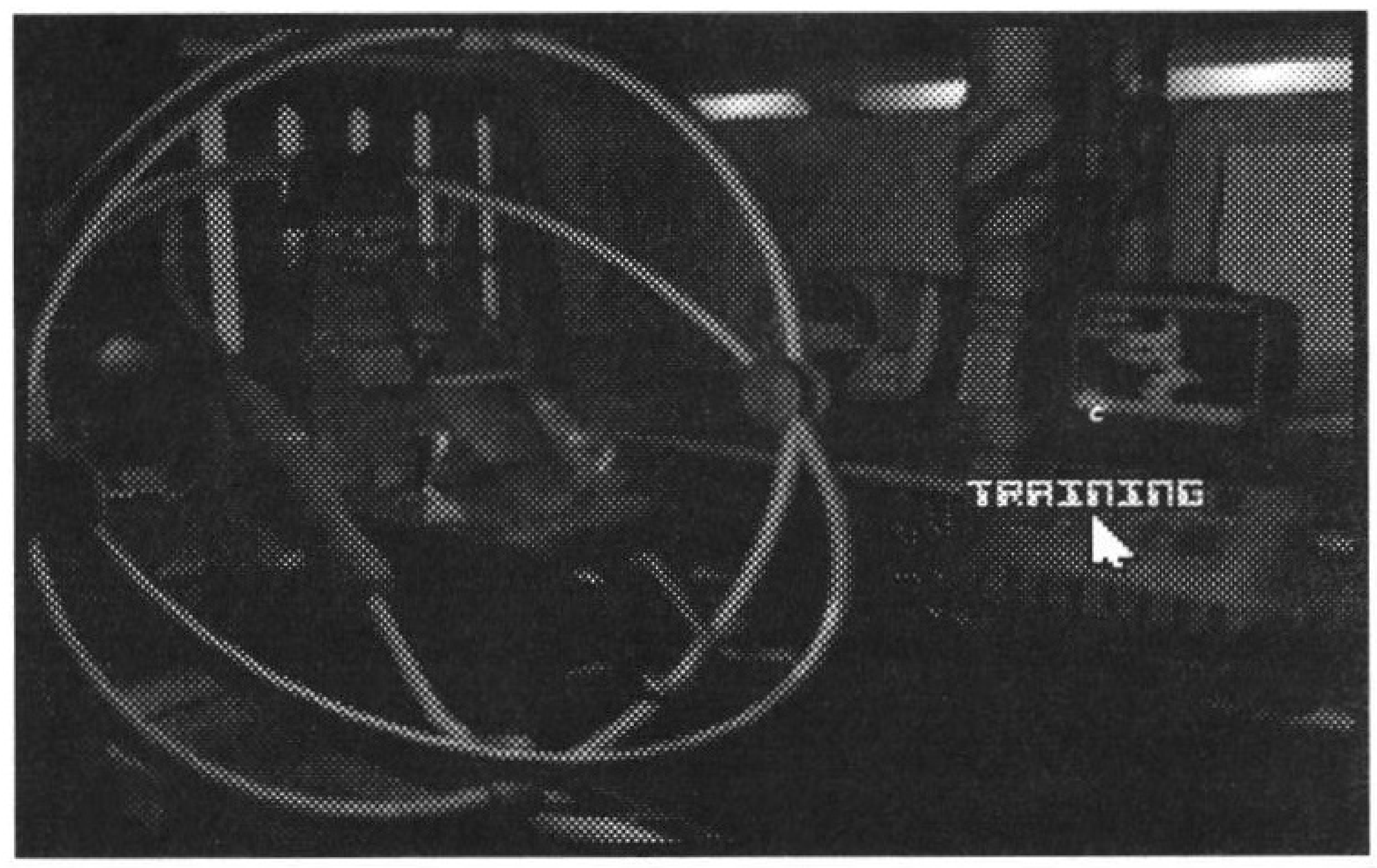
- 0 Hangar
- 1 Training Room
- 2 Tech Room
- 3 Options
- 4 Exit DOS

Hangar

From the hangar, pilots access the mission briefing room, and board their craft to start the current mission.



Training Room



The training room provides pilots a means to hone their combat skills.

To load a training simulation:

1. Click on the Combat Simulation Computer.
2. Select Location (Space or Land)
3. Select Your Ship (all five rebel platforms are available)
4. Select Enemies (choose from the six most prevalent Armid crafts) You may select more than one type of enemy for each simulation.
5. Choose the number of enemies for each type of chosen craft by clicking the + or - symbols next to the listed enemy ship.
6. Select Run to launch the practice mission.

Tech Room

The Tech Room allows interested pilots to study the technology and military hardware in both the Armid arsenal and the Rebel inventory.

Scroll alphabetically through the database by clicking the directional icons on the library's computer station.

Options Room

In the Raven's Options Room, pilots can save their current campaigns, load previously saved games, view mission statistics for that game, start a new game or exit to main menu.

See you next time.

Saving/Loading Games

It is recommended that you save your games following each successful mission, because you never know when the Armids might blast you.

Save

To save a game:

1. Access the Options room through the hangar or elevator, and then select SAVE.
2. Type the filename of your saved game and press Enter.
3. Quit (Exit back to the hangar)

LOAD

To load a game:

Access the Options room through the hangar or elevator, click LOAD. Double-click on the saved game you want to load.

Quit (Exit back to hangar)

Background

Before immersing yourself in the world of The Raven, it certainly behooves you to peruse some helpful background information. Take note of the various platforms and weapons in your Rebel inventory, especially the five vehicles you are required to pilot throughout this adventure. It always helps to know what your up against, so familiarize yourself with the enemy arsenal too. Also, for a taste of the Raven story's general flavor, pore over the brief descriptions in the Cast of Characters below.

Platforms and Weapons

Platforms

Friends

Lancer
Scavenger
Vampire
Sheperd
Lynx
Guppy
Raven

Foes

Hermes
Kronos
Nyx
Hades
Heracles
Enyo
Atlas
Olympus
Kraken
Perseus

Weapons

Photon Cannon
Laser Gun
Missiles
 Short Range Rockets
 Guided (HS2800s)
Punch (Shepherd Only)
Wingman

Note: when Wingman is listed in your weapons select display, pressing the FIRE button effectively instructs your mission partner to "attack" the enemy you are currently targeting.

CAST OF CHARACTERS

RAVEN CREW

SENIOR OFFICERS:



ADMIRAL ARCHER SEYMOUR GRANT
REBEL COMMANDER, 54-YEARS OLD. A RESERVED AND TEMPERATE MAN WHO IS WELL-LIKED BY HIS SOLDIERS. THE INSPIRATIONAL REBEL LEADER IS A AN OLD FRIEND OF YOUR FATHER. THE TWO FOUGHT ALONGSIDE EACH OTHER IN PREVIOUS BATTLES.

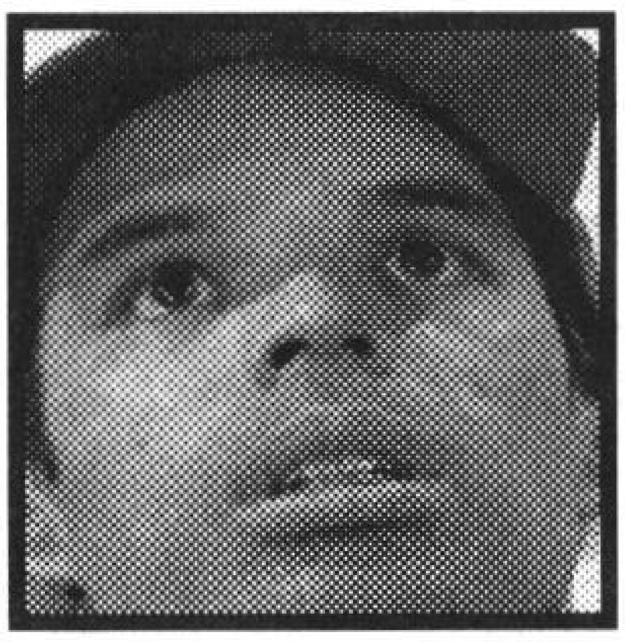


CAPTAIN SANDOR ADAMEK
RAVEN'S EXECUTIVE OFFICER, 40-YEARS OLD. HE IS ADMIRAL GRANT'S SECOND-IN-COMMAND. ADAMEK IS A COLD AND RESERVED CHARACTER. HIS MILITARY DISCIPLINE AND UNWAVERING SENSE OF DUTY EARNS HIM GREAT RESPECT, BUT FEW LIKE THE HEARTLESS SOLDIER.



CAPTAIN FRANK MURPHY
RAVEN'S OPERATIONS OFFICER, 44-YEARS OLD. "MURPH" COMMANDS THE PILOTS ON THE RAVEN, PLANNING ALL THEIR MISSIONS. A LOUD AND ENTHUSIASTIC OFFICER, HE IS LOVED BY HIS PILOTS FOR THE STRONG LOYALTY HE EXHIBITS TOWARDS THEM. AS A FORMER PILOT (CALLSIGN "ANYTIME"), MURPHY WAS CRIPPLED IN A FLYING INCIDENT YEARS AGO.

BRIDGE OFFICERS:



Lieutenant Commander Emilio Chavez
Navigator, 31-years old. Emelio is an easy-going character, but he is quite cynical. Generally, he does not like people, especially Adamek and Murphy. Behind his back, the others joke about the fact that Chavez is a loner.



Lieutenant Lawrence Petronis
Systems Officer, 26-years old. He is an earnest man and a faithful soldier, who is quite good at his job. Larry is offended and often riled by Chavez's cynicism. Petronis admires and is a loyal defender of Captain Adamek.

PILOTS:



Danny Keller (You) (callsign "Ax-Man"), THE HERO, 27-years old. Once a hothead, noted for standing up against authority and doing things his own way, Keller now does his best to stay in line for the sake of the rebel cause. Unsatisfied and restless, Danny can still be soreheaded on occasion. He comes from a military family, but his free-spiritedness does not suit him for military life. Keller is further motivated to fight by the fact that his father (who fought alongside Admiral Grant) was killed in battle against the Armids. He bears a grudge against pilot Kane, who supposedly betrayed him in the past.

Leroy Kane (callsign "Shimmer")



32-years old. Kane is a real lone wolf, detached and unimpressed by hierarchy and the military life. He resigned from the armed services some years ago to pilot freighters around the solar system for the Dark Corporation. Kane and Keller are old friends, but have drifted apart because of a controversial incident years ago. His independent and gung-ho attitude serves to reawaken Keller's rebellious instincts and fighting spirit.

OTHERS:

Gordon Dark

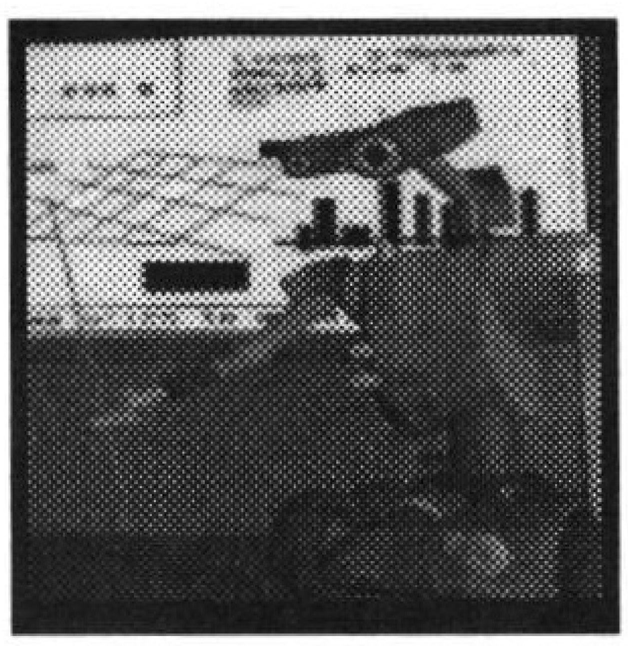


Head of the Dark Corporation, and now the World President. He sold out to the Armid invaders for the promise of unimaginable power, and the prospect of expanding his vast business dealings throughout all of inhabited space. He cooperated with the invading aliens by withholding valuable military hardware from the Earth's armed forces, (notably the Raven). Dark justifiably fears the Armids, and he realizes that if Admiral Grant and his army are not decimated, his own position and life are in jeopardy.

Dark's Secretary Robot.
An office model HLP 470. The Secretary Robot is a long-suffering machine with a motherly voice. Dark confides in the HLP 470 and verbally abuses the poor robot on a regular basis.



SELENA HUDSON
RAVEN'S DE FACTO SCIENCE OFFICER, 40-YEARS OLD. SELENA WAS RESCUED FROM A LUNAR SCIENTIFIC FACILITY. SHE IS RENOWNED FOR HER WHIRLWIND ATTITUDE. THE CAVALIER SCIENTIST IS NOT CONCERNED WITH THE MILITARY REGIMENT SHE FINDS HERSELF IN ON THE RAVEN.



EARTH BRIEFER (GEORGE)
MODEL CMi 2400 ALL-PURPOSE BRIEFING ROBOT. BRIEFERS ARE THE MACHINES THAT PROVIDE INFORMATION TO THE PILOTS BEFORE EACH MISSION. THIS OUT-DATED MODEL HAS A CARING NATURE (SURPRISING FOR A MACHINE). THE ROBOT LIKES TO BE CALLED "GEORGE," AND BECAUSE OF ITS SEEMINGLY HUMAN PERSONALITY, KELLER CONSIDERS THE HUNK OF METAL HIS FRIEND.

JULIE LAPORTE EARTH CONTROLLER
REBEL COMMUNICATIONS OFFICER, 23-YEARS OLD. THIS ATTRACTIVE FEMALE IS KNOWN TO ALL PILOTS AS THE WOMAN WHO THEY SEE BROADCASTING ON THEIR COMSCREENS AT THE END OF EACH MISSION. EVERYBODY LOVES HER.

KEY ARMID FIGURES:



ZARTUK
ARMID LEADER, AGE UNKNOWN. ZARTUK IS THE COUSIN OF AN ARMID KING. TO GAIN FAVOR FROM THIS COUSIN, WHO HAS ALWAYS IGNORED ZARTUK, HE IS ANXIOUS TO BRING BACK THE STOLEN SPOILS OF HIS EARTH CONQUEST. ZARTUK IS NOT A TALENTED MILITARY COMMANDER, SO HE DELEGATES MANY FUNCTIONS TO SECOND-IN-COMMAND BOLGOZ. HE

prefers to indulge in the pleasures of Armid life from the comfort of his quarters aboard the Armid mothership. He is petulant and sulky, and he easily loses his temper. The Armid leader cannot understand why Bolgoz is incapable of crushing the human rebels.



Bolgoz

Armid second-in-command, age unknown. Bolgoz is a professional military officer, a position of high repute in the Armid world. He despises and is frustrated by Zartuk, but Armids always obey orders and always submit faithfully to their superiors. He is quite ruthless, and his way of venting this frustration is to be exceptionally severe on his underlings. Bolgoz speaks English, but with a pronounced Armidian accent.



Izhdur

Armid officer, age unknown. Izhdur is a professional military officer who is immediately below Bolgoz in the chain of command. Like all Armids, he always looks for an opportunity to advance.

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